1. MOVE

1. SELECT A UNIT TO MOVE
Select one of your units. All the models in that unit can move up to 6".

Models cannot move over or through other models.

A unit can move an extra 4" if it runs, but those that do cannot shoot or charge for the rest of their turn.

When you have finished moving a unit, all models in that unit should be within 2" of each other.

2. SELECT ANOTHER UNIT
Select another one of your units that has not yet moved and repeat the process until you have moved all your units that you want to.

3. PROCEED TO SHOOT PHASE
It's now to time to shoot the enemy.

DEFFKOPTA MOVEMENT

Deffkoptas are swift, if ramshackle, war machines. Deffkoptas can move 12" instead of 6".

If a Deffkopta runs it moves another blistering 12".

A Deffkopta can fly over other models and terrain when it moves, but it cannot end a move on top of another model.

2. SHOOT

1. SELECT A UNIT TO SHOOT
Select one of your units to shoot with, then choose an enemy unit as its target.

2. CHECK RANGE
Measure the range between each of your models and the target; if a model is within the range on its data entry, it can shoot that turn.

3. FIRE!
Check the model's data enty on the back page of this booklet to see how many shots it can make. Roll that many dice.

- Space Marines score a hit for each dice rolled that is 3 or more.
- Orks score a hit for each dice that scores a 5 or more.

4. ROLL TO WOUND
Roll one dice for each hit your unit scored to see if it causes a mortal injury instead of a mere flesh wound; for each roll of 4 or more you inflict one wound on the target.

5. TAKE SAVING THROWS
Sometimes a model's armour can deflect even a direct hit. Your opponent rolls one dice for each wound inflicted on their unit. If the score beats or equals the armour value (shown within a shield on its data entry), that wound is ignored.

6. TAKE WOUNDS & CASUALTIES
Each time a saving throw is failed, the nearest model in that unit loses a wound. When a model has lost all of its wounds (the number of wounds a model can suffer during a battle is shown within a skull on its data entry) it is slain and removed from play – apply any remaining wounds to the next nearest model, and so on.

7. SELECT ANOTHER UNIT
Select another one of your units that has not yet shot and repeat the process until you have shot with all your units that you want to.

8. PROCEED TO CHARGE PHASE

3. CHARGE

1. SELECT A UNIT TO CHARGE
Select one of your units to charge with, then choose an enemy unit within 12" as the target.

2. DETERMINE CHARGE RANGE
Roll two dice and add the scores together to see how many inches the unit can charge.

3. MOVE CHARGING MODELS
If the unit can move far enough for the closest model to reach the target, move all your models in to attack. Get them as close to the enemy as possible, so that their bases are touching.

If your roll was too low and the unit can't move far enough to do this, the charge fails and none of that unit's models are moved.

Units that are in base-to-base contact with the enemy are now fighting, and cannot move, shoot or be shot at until the fight is over.

4. SELECT ANOTHER UNIT
Select another one of your units that has not yet attempted a charge and repeat the process until you have charged with all your units that you want to.

5. PROCEED TO FIGHT PHASE
It's now to time to fight the enemy.

4. FIGHT

1. SPACE MARINES FIGHT FIRST
Both sides fight in this phase, even if it isn't their turn. The Space Marine player fights with their models first, such is the superhuman skill of their warriors.

2. SELECT A UNIT
Select one of your units that's in a fight, then pick an enemy unit in the same fight to be its target.

3. ATTACK!
Every model in the attacking unit can fight. Check the model's data entry on the back page to see how many attacks it can make. Roll that many dice. A hit is scored for each dice rolled that is 4 or more.

4. ROLL TO WOUND
Roll one dice for each hit your unit scored to see if it causes a mortal injury instead of a mere flesh wound; for each roll of 4 or more you inflict one wound on the target.

5. TAKE SAVING THROWS
Sometimes a model's armour can deflect even a direct hit. Your opponent rolls one dice for each wound inflicted on their unit. If the score beats or equals the armour value (shown within a shield on its data entry), that wound is ignored.

6. TAKE WOUNDS & CASUALTIES
Each time a saving throw is failed, a model in that unit, chosen by the controlling player, loses a wound. When a model has lost all of its wounds (the number of wounds a model can suffer during a battle is shown within a skull on its data entry) it is slain and removed from play – apply any remaining wounds to another model, and so on.

7. SELECT ANOTHER UNIT
Select another one of your units that has not yet fought and repeat the process until you have fought with all your units that you want to.

8. ORKS FIGHT SECOND
Once the Space Marine player has fought with all their units, the Ork player repeats steps 2-7 for all their units. Then the Fight phase ends.

END OF TURN

Once you have finished taking all the phases of your turn, the turn ends and it is your opponent's turn. Keep alternating turns in this way until both sides have had six turns or until one side has wiped out the opposing army and achieved a glorious victory.

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